GORBEL

Ravenous Floating Orbs

Habitat: Cave, Grassland, Underdark; **Treasure:** None

The gorbel is a small beholder-kin species with six eye stalks, a gaping maw, and a pair of arms that end in razor-sharp claws. While they may appear visually similar to beholders, and likely share some kind of lineage with them, gorbels are incredibly simple creatures with an animalistic level of intelligence. A gorbel produces gas within its bulbous form that enables it to float above the ground. By exhausting this gas through tiny valves that cover the creature's body, they can push themselves in any direction and control the height at which they float.

The gas produced by a gorbel is odorous in the extreme. It carries a scent not dissimilar from sulphur or rotten eggs. This scent is so strong that it often betrays the presence of a gorbel long before the creature is spotted. While in its unprocessed state within the gorbel's balloon-like body, this gas is extremely flammable and will ignite if put in contact with open air. This can cause the gorbel to explode violently if its exterior is ever punctured.

Gorbels spend most of their time wandering from food source to food source, devouring crops, livestock, or whatever else they can sink their claws into. When a hunting gorbel latches on to its prey, the creature is nearly impossible to remove from the creature it has latched on to. Often it will thrash around while its victim does the same until one of them is dead.

Gorbel

Small Aberration, Chaotic Neutral

AC 11 **Initiative** -1 (9)
HP 18 (4d6 + 4)
Speed 15 ft., Fly 25 ft. (hover)

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR 16	+3	+3	**DEX** 8	-1	-1	**CON** 13	+1	+1
INT 3	-4	-4	**WIS** 12	+1	+3	**CHA** 10	+0	+0

Skills Perception +5
Immunities Bludgeoning
Senses Passive Perception 15
Languages None
CR 1/2 (XP 100; PB +2)

Traits

Death Burst. The gorbel bursts when it dies. *Constitution Saving Throw:* DC 10, each creature in a 10-foot Emanation originating from the gorbel. *Failure:* The target takes 13 (3d8) Fire damage. *Success:* Half damage.

Actions

Claw. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 5 (1d4 + 3) Piercing damage and the target has the **Grappled** condition (escape DC 15). The target's move speed is not reduced from being grappled in this way, and as long as the gorbel is grappling the target, the gorbel moves with the target if the target moves.

Bonus Actions

Bite. *Dexterity Saving Throw:* DC 13, one creature grappled by the gorbel. *Failure:* 6 (1d6 + 3) Piercing damage.

Reactions

Struggle. *Trigger*: a creature the gorbel is grappling escapes. *Response*: The gorbel makes a Claw attack against the triggering creature.

Created by: ***JOSIAH "DUNGEON DAD" AMBROSE***

Art by: ***Atomic Ink***

Editing: ***Faye Morel***

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